

Geography 1

Introduction

Geography 1 is a program designed to increase your knowledge on geographical topics such as Towns, Rivers, etc.

Areas covered are New Zealand (both North and South Islands), Australia and the Pacific region in general.

After choosing a country its map is presented on the screen and you are asked to name the geographical feature at the location indicated by the black flashing cursor. At the same time as you name the geographical feature you also play a game of Hangman. If you enter an incorrect letter the Hangman frame is built up. (You can only make six mistakes otherwise you are hung which is indicated by the computer playing the Death March.)

Ten locations are tested on each topic and your score is displayed after all ten questions are answered.

NOTE:

1. A companion program GEOGRAPHY 2 is also available which contains North and South America plus the British Isles.
2. DO NOT press the BREAK or RESET keys while the program is running as it will be deleted from the computer's memory.
3. As this program is loaded in two parts please follow the loading instructions carefully to ensure correct, error free loading.

Loading Instructions

1. Connect the computer as shown on the User Instruction card and insert a Basic level IIIa or IIIb cartridge.
2. Connect a lead from the EARPHONE socket of the tape recorder or from the OUTPUT socket of the data recorder to the "IN" socket on the back of the computer.
3. Switch on the computer.

4. Type in LOAD or, while holding down the FUNC key press the key with the word LOAD written above it. (You will find this on the number zero key.) Now press the CR key. The message LOADING START will appear on the screen.
5. Insert the tape into the tape recorder or data recorder and rewind the cassette. Now press the PLAY or LOAD button. After a short delay if everything has been set up correctly a message will be displayed telling you that the program has been found. The program will then be loaded from the tape recorder or the data recorder into the computer.
6. If the volume and the tone controls are correctly set, after a short time the message LOADING END will appear. You will probably find volume and tone settings of about 6-7 will be most successful. If the message TAPE READ ERROR is displayed the program has not loaded correctly. This is probably due to an incorrectly set volume or tone level. After the settings, rewind the cassette and go back to STEP 4.
7. To start the program type in RUN and press the CR key or, while holding down the FUNC key press the key with the word RUN above it. (You will find this on the key at the top right of the keyboard.) The program will then begin.
8. This program is loaded in two sections (the title screen and the program itself). Please note the program will not run if the first section is not loaded and run first. The second section is loaded automatically from the first program. To load in the second section of the program follow the instructions given to you by the computer

There are two copies of the program on the cassette (one on each side). If, after altering the volume and tone settings you cannot get the program to load in on side one turn the cassette over and try the second side. The program recorded on the side 2 is exactly the same however it is recorded at different levels.

Operation of the Program

After the second part of the program has loaded in and you have pressed any key to start the following will be presented on the screen.

NORTH ISLAND NEW ZEALAND	(1)
SOUTH ISLAND NEW ZEALAND	(2)
AUSTRALIA	(3)
PACIFIC REGION	(4)
SELECT A COUNTRY	(1-4)

Choose a country say, NORTH ISLAND NEW ZEALAND by pressing 1 on the keyboard.

A map of the North Island, New Zealand, will appear on the left hand side of the screen. You are then asked to enter a key between 1 and 3 to choose an appropriate option out of the following:

Towns and Cities	(1)
Other Geographical Features	(2)
Another Country	(3)

For example, by pressing key 1 a cursor will flash on the map and you will be asked to type in the town or city.

As you enter the correct letters these will be placed on top of the appropriate bar or bars on the display.

An incorrectly entered character will build up a hangman frame followed by a man being hung. If six letters are incorrectly entered then you will be hung, indicated by the playing of the Death March.

The correct answer will be displayed on the screen for a few seconds and then the program moves on to the next question.

After ten questions have been answered you are presented with a score out of ten.

Finally the option list is presented to you again for the next choice.

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